

Formulas for Variable-Power Software

“Exhaust Blast” Formula

“Fully depletes Omega Energy and does more damage the more Omega Energy that is depleted.”

$$Power = 2 \times \omega$$

Where:

$Power$ = Software’s base Power

ω = Omega Energy consumed to use Software

Note: If the Power would be 0 (*i.e.*, the user’s side has 0 Omega Energy right before the move resolves), show message “But nothing happened...” rather than resolving the move.

“Panic” Formula

“Does more damage the lower the user’s Endurance.”

$$r = \frac{Endurance_{current}}{Endurance_{max}}$$

$r \leq 0.1$	$Power = 100$
$0.1 < r \leq 0.2$	$Power = 90$
$0.2 < r \leq 0.3$	$Power = 80$
$0.3 < r \leq 0.4$	$Power = 70$
$0.4 < r \leq 0.5$	$Power = 60$
$0.5 < r \leq 0.6$	$Power = 50$
$0.6 < r \leq 0.7$	$Power = 40$
$0.7 < r \leq 0.8$	$Power = 30$
$0.8 < r \leq 0.9$	$Power = 20$
$0.9 < r \leq 1.0$	$Power = 10$

Where:

$Power$ = Software’s base Power

$Endurance_{current}$ = user’s Current Endurance at the moment right before the move resolves

$Endurance_{max}$ = user’s Max Endurance

“Voltage” Formula

“Does more damage the higher the user’s Energy.”

$$r = \frac{Energy_{current}}{Energy_{max}}$$

$r \leq 0.1$	$Power = 10$
$0.1 < r \leq 0.2$	$Power = 20$
$0.2 < r \leq 0.3$	$Power = 30$
$0.3 < r \leq 0.4$	$Power = 40$
$0.4 < r \leq 0.5$	$Power = 50$
$0.5 < r \leq 0.6$	$Power = 60$
$0.6 < r \leq 0.7$	$Power = 70$
$0.7 < r \leq 0.8$	$Power = 80$
$0.8 < r \leq 0.9$	$Power = 90$
$0.9 < r \leq 1.0$	$Power = 100$

Where:

$Power$ = Software's base Power

$Energy_{current}$ = user's Current Energy at the moment right before the move resolves (i.e., **before** deducting the Software's Energy Cost)

$Energy_{max}$ = user's Max Energy

"Topspin" Formula

"Does more damage the higher the user's Speed stat."

$$Power = round_{up} \left[\frac{25 \times Speed_{user}}{Speed_{target}} \right]$$

Where:

$Power$ = Software's base Power

$Speed_{user}$ = user's Current Speed at the moment right before the move resolves

$Speed_{target}$ = target's Current Speed at the moment right before the move resolves

"Agility" Formula

"Does more damage the lighter the user is."

TBD

"Body Blow" Formula

"Does more damage the heavier the user is."

TBD

"Payload" Formula

"Does more damage the heavier the Hardware bonded to user is."

TBD

“Cell Shot” Formula

“Does more damage the more “Cell” Hardware bonded to user.”

$$Power = 30 \times c$$

Where:

$Power$ = Software’s base Power

c = number of pieces of “Cell” Hardware bonded to user right before the move resolves (max: 3)

Note: If the Power would be 0, show message “But nothing happened...” rather than resolving the move.

“Disarm” Formula

“Does more damage the more Arm Hardware bonded to target and disables 1 piece of target's Arm Hardware for the rest of the battle.”

$$Power = 30 \times a$$

Where:

$Power$ = Software’s base Power

a = number of non-disabled pieces of Arm Hardware bonded to user right before the move resolves (max: 2)

Note: If the Power would be 0, show message “But nothing happened...” rather than resolving the move.

“Echo Wave” Formula

“Does more damage when used consecutively.”

$$Power = 25 \times e$$

Where:

$Power$ = Software’s base Power

e = number of consecutive turns that user has successfully used the “Echo Wave” Software immediately prior to the current turn (max: 6)

Note: The chain is broken if a different move is used—Software or Item—or if “Echo Wave” missed, was guarded against, failed because user was shocked, failed because user was frozen, was replaced by a different move because user was overloaded, etc. The chain is **not** broken if “Echo Wave” is used against a different target from the previous turn.

“Finishing Blow” Formula

“Does more damage the longer the battle has lasted.”

$t = 0$	$Power = 0$
$t = 1$	$Power = 10$
$t = 2$	$Power = 15$
$t = 3$	$Power = 20$
$t = 4$	$Power = 25$
$t = 5$	$Power = 30$
$t = 6$	$Power = 40$
$t = 7$	$Power = 50$
$t = 8$	$Power = 70$
$t = 9$	$Power = 90$
$t \geq 10$	$Power = 120$

Where:

$Power$ = Software’s base Power

t = number of turns that have elapsed during the battle, excluding the current turn

Note: If the Power would be 0 (*i.e.*, it is the first turn of battle), show message “But nothing happened...” rather than resolving the move.

“Acid Rain” Formula

“Does more damage if target has Rust condition and eliminates target’s Rust condition.”

$$Power = 30 \times r$$

Where:

$Power$ = Software’s base Power

$r =$ 2 if the target has the Rust condition right before the move resolves
 1 if the target does not have the Rust condition right before the move resolves

If $r = 2$, then the target’s Rust condition is removed.

“Sand Blast” Formula

“Does more damage and lowers target’s Melee Defense stat by 1 stage if target has Rust condition. Eliminates target’s Rust condition.”

$$Power = 50 \times r$$

Where:

$Power =$ Software's base Power

$r =$ 2 if the target has the Rust condition right before the move
 resolves
 1 if the target does not have the Rust condition right before the
 move resolves

If $r = 2$, then the target's Rust condition is removed, **and** its Melee Defense stat is lowered by 1 stage.